

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. **(currently amended)** A gaming system for providing a game, comprising:
  - a personal attribute information storing unit for storing personal attribute information corresponding to each of a plurality of players;
  - a player group generating unit for generating a player group being composed of a predetermined number ~~at least the plurality of players based on the personal attribute information of each of the plurality of players;~~ and
  - a special game shift unit for, before the game starts, causing the game to shift from a normal mode to a special mode based on ~~at least~~ a common feature of the personal attribute information of each of the players in the player group.
  
2. **(currently amended)** A gaming system for providing a game, comprising:
  - a personal attribute information storing unit for storing personal attribute information corresponding to each of a plurality of players;
  - a player group generating unit for generating a player group being composed of a predetermined number ~~at least the plurality of players based on the personal attribute information of each of the plurality of players;~~ and
  - a special game shift unit for, before the game starts, causing the game to shift from a normal mode to a special mode based on a different features ~~feature~~ of the personal attribute information of each of the players of the player group.

3. (Original) The gaming system according to claim 1, wherein the personal attribute information is composed of basic information originating from each of the plurality of the players.

4. (Original) The gaming system according to claim 1, wherein at least one of the players playing the game in the special mode has a greater advantage than in the normal mode.

5. (Original) The gaming system according to claim 1, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining respective ranking positions of the players are awarded in a larger amount to a winner of the game in the special mode than in the normal mode.

6-17. (cancelled)

18. (currently amended) The game system according to claim 1, wherein a name of the special mode is related to the common feature~~A gaming system for providing a game in which a plurality of players can participate, said gaming system comprising:~~

~~a personal attribute information storing unit for storing personal attribute information corresponding to each of the plurality of said players; and~~

~~a special game shift unit for causing the game to shift from a normal mode to a special mode based on features of the personal attribute information;~~

~~wherein the special mode and a title thereof are related to common features in the personal attribute information of all players participating in the game.~~

19. (currently amended) The game system according to claim 2, wherein a name of the special mode is related to the different feature~~A gaming system for providing a game in which a~~

plurality of players can participate, said gaming system comprising:

~~a personal attribute information storing unit for storing personal attribute information corresponding to each of the plurality of said players; and~~

~~a special game shift unit for causing the game to shift from a normal mode to a special mode based on features of the personal attribute information;~~

~~wherein the special mode and a title thereof are related to differences in the personal attribute information of all players participating in the game.~~

20. **(currently amended)** The gaming system according to claim 1, said system further comprising:

a game agent function unit adapted to serve as a player when the plurality of players are less than the predetermined ~~a predetermined~~ number of players.

21. (cancelled)

22. **(currently amended)** A gaming system for providing a game, comprising:

a gaming server, and

a plurality of gaming terminals connected to the gaming server via a communications network, each said gaming terminal being operable by one of a plurality of players;

wherein the game server includes a storage device storing personal attribute information which includes a plurality of predetermined items associated with each of said players, and is configured to (i) receive player entry signals sent from the gaming terminals, (ii) authenticate players according to authentication information input from the gaming terminals, (iii) generate a player group, in response to authenticating plurality of players, the player group being composed of a predetermined number of players (iv) determine whether the personal attribute information of

each of the players of the player group shares a common feature or a different feature, (v) generate a special game and send a special game start signal to the gaming terminals of the player group, when it is determined that the personal attribute information shares [[a]]the common feature or the different feature, (vi) manage the special game played by the player group, and (vii) renew the personal attribute information of each player of the player group based on the result of the game.

23-24. (cancelled)

25. (currently amended) A gaming system according to claim 22, wherein the server in (vii) renewing the personal attribute information is configured to

(a) award a title related to the common feature or the different feature to a winning player of the game in the special mode, and

(b) store the title associated with the winning player in the storage device

~~the special game and a title thereof are related to common features in the personal attribute information of all players participating in the game, and the game server is further configured to award the title to the winner of the game.~~

26. (cancelled)

27. (currently amended) The gaming methodsystem according to claim [[10]]30, wherein the common feature features that have triggered the special mode are other than identities of the players.

28. (currently amended) The gaming methodsystem according to claim [[10]]30, wherein the common feature features that have triggered the special mode are selected from, not only basic information entered by each of the players, but also information related to their achievements in previous games.

29. **(cancelled)**

30. **(new)** The gaming system according to claim 18, wherein the system further comprising:

a title award unit for awarding a title related to the common feature to a winner of the game played in the special mode.

31. **(new)** The gaming system according to claim 19, wherein the system further comprising:

a title award unit for awarding a title related to the different feature to a winner of the game played in the special mode.

32. **(new)** The gaming system according to claim 22, wherein

two kinds of game credits are used for showing the results of the game, and  
one kind is a jewel which has a relation with the personal attribute information, and the other kind is a point which has no relation with the personal attribute information.

33. **(new)** The gaming system according to claim 31, wherein the server in (vii) renewing the personal attribute information is configured to

(c) collect jewels from the players of the game in special mode, and distribute the jewels based on the results of the game, and

(d) award points based on the results of the game.

34. **(new)** A gaming system for providing a game, comprising:

a personal attribute information storing unit for storing personal attribute information corresponding to each of a plurality of players, said personal attribute information including a plurality of values each for one of a plurality of personal attributes;

a player group generating unit for generating a player group comprising a predetermined number of players based on the personal attribute information of each of the players; and

a special game shift unit for, before the game starts, causing the game to shift from a normal mode to a special mode based on either the players in the group having the same value under a common one among the personal attributes or all the players having different values under said common personal attribute.

35. **(new)** The gaming system according to claim 33, wherein the player group is also generated based on either the players in the group having the same value under a common one among the personal attributes or all the players having different values under said common personal attribute.

36. **(new)** The gaming system according to claim 34, wherein  
a title awarded to a winning player in the special mode is based on the common personal attribute.